

1954

WOODSMAN'S WEEKEND

Sponsored by THE DARTMOUTH OUTING CLUB
Hanover, New Hampshire

LIST OF EVENTS AND RULES

EVENT I

- (A) Felling: Each team may enter one or two men from the team of six, their names being submitted in advance of the competition to the recorders for this division of Event I. At axe marks approximately 18 inches above the ground, the contestant(s) will chop and/or saw with a crosscut saw through pine logs which have been placed vertically in the ground. If two men enter this section of Event I, only one may chop at a time and both may saw together on the crosscut saw. The logs must be allowed to fall freely without guidance from any entrant. The twitchers will stand at the finish line.
- (B) Twitching: (log skidding) Each team will enter the four (or five) men who did not compete in "FELLING" in this division of Event I. As soon as the logs hit the ground (not before) the four (or five) men who have been standing by may secure the 30 feet of rope, which has been coiled down previous to the start of the event, to the log. Not until the team's log hits the ground may the rope be handled in any manner. When the rope has been made fast, the four (or five) men will skid the log a distance of 100 feet to the finish line. Carrying of the logs is prohibited; they must be dragged by the rope to the finish line.

Timing for this event will run from the firing of the gun until the forward portion of the log has crossed the finish line.

EVENT II

Cross-cut Sawing: Before this event each team will place upon the horses the log which it used in Event I. The logs may be secured to the horses by the Twitching rope. Each team will make three cuts at axe marks four feet apart on the skid logs, each entry of two men making one cut apiece and no entry making more than one cut. The first entry may cut at any of the three marks. Subsequent cuts may be made on either of the two remaining marks. Members of the

team other than those actually cutting may not steady or brace the logs. Only one cross-cut saw may be used in this event.

Timing for this event will run from the firing of the gun until the last saw is through the last mark.

EVENT III

Pulp Throwing: This event consists of throwing 4 foot billets of wood 16 feet, where, in order to qualify, they must land and stay between 2 stakes set 4 feet apart. Number 1 man will throw 3 billets, one at a time, his feet not crossing the line drawn between the stakes on any throw. Number 2 man, standing at the stakes 16 feet from number 1 man, will retrieve the 3 billets and throw them back toward the stakes at number 1 man's position. When the three billets have once again landed, number 3 man will similarly retrieve them, and will throw them to the number 4 man, and so on. All billets will be thrown by hand. The 3 billets used by all teams will be selected by a committee and placed on the ground the morning of the event.

Timing for this event will be counted from the firing of the starter's gun until the 36th qualifying billet has landed. If, in the course of the relay, some billets fail to qualify, it will be necessary for that team to repeat in the relay order until the 36th qualifying billet lands.

EVENT IV

Bucksawing: Each team will enter its six men in this event. Two cuts will be made on each of three of the 4 billets from Event II. The butt log must be used. The team captain may choose any 2 of the remaining 3 billets. Holding, marking, and sawing of the three billets will be decided by the team captain. No man can make two cuts in this event. LOGS SAWED IN THIS EVENT MUST BE USED IN THE SPLITTING EVENT: NO FURTHER CUTTING OF THE LOGS IS PERMITTED.

Timing for this event will be from the firing of the starter's gun until the sixth cut has been completed.

EVENT V

Splitting: Each team will enter three men. They will each quarter split (each quarter being a cut the full length of the block) 3 blocks of wood from Event IV. The pieces from the butt log must be used. The second man will split after the first man has finished, the third man beginning after the second man has finished.

Timing for this event will be from the firing of the starter's gun until the third man has quarter-split his fourth piece of wood.

EVENT VI

Chopping: The men who have entered Event V are not eligible for chopping. Each competitor will chop through one 8 inch pine log which has been properly secured prior to the event. The second man may not begin his cut until the first man is completely through and similarly the third man must not begin until the second man is finished.

EVENT VII

Log Rolling: Six men will be entered in this event. The log is to be 12 feet long and between 18 and 24 inches in diameter at the butt. The log must be rolled, from behind a set of stakes 14 feet between, 40 feet through another set of stakes 14 feet apart. The log must be rolled by 2 men with so-called cant dogs or peavys.

Timing: The event will be timed from the starters gun until the third roll has been completed.

EVENT VIII

Packboard Race: Six men will enter into this event, 3 of which will be at a point 100 yards distant from the remaining three. The team captain may place his men as desired. At the starting line there will be a blanket (to be furnished by each team). This is to be spread flat on the ground. A bag containing 50 pounds of sand will be placed beside the blanket and a packboard. At the starters gun the sand must be placed on the blanket and lashed to the packboard. The rope, which is to be furnished by each team, must be coiled. There must be no knots or loops in the rope at any point. The packboard can be supported with the hands during the running of this event; but at no time is the contestant allowed to support the load with his hands. At the end of each 100 yd. run the packboard must touch the ground while it is being transferred to the next man. If the load slips from its lashings so that it is swinging or dangling, the runner must stop and rebind the load. At the starters gun the contestant will bind the load to the packboard and run it up the field to a second man who will run it back. This procedure shall continue until the sixth man has run.

Timing: This event will be timed from the starters run to the time when the sixth man has crossed the finish line.

EVENT IX

One-Man Portage Race: Each team will enter two men. From the starting line, 50 yards from the water, the number 1 man will put an empty packboard on his back and carry the canoe to the water, launch it, put his pack in the bottom (packboard must be removed from the back before any paddling is done), and race to the turn buoy and return to the finish line. The canoe itself must be turned at the buoy. The competitor may not reverse his position in the canoe. Number 2 man will do likewise in his turn. The use of two paddles is optional, but yokes may not be used. The team time for this event will be the total of the two individual times.

EVENT X

Two-man Canoe Race with Obstacles: Each team will have 2 entries of 2 men each and will race from starting buoys through various gates (similar to slalom) and return to the starting line. The team time will be the total of the two entry times.

EVENT XI

One-Man Canoe Race with Obstacles: Each team will enter the two men who did not compete in Event X, who will race singly from the starting buoys, on the same course as Event X, and return to the starting line. The team time will be the total of the two individual times.

Timing for Events IX, X, and XI in computing individual scores will be from the firing of the starter's gun until the entry has crossed the finish line. In each case, as noted, the team score will be the sum of the two individual scores.

EVENT XII (A)

Bait Casting for Accuracy: Each team will enter three men who will each have three casts at targets four feet in diameter placed 40 feet, 50 feet, and 60 feet from the caster. There will be nine casts in all for each contestant.

(B) Bait Casting for Distance: Each team will enter the three men who did not compete in Event XII (a). Each entrant will have three casts for distance, the longest of which will be counted. The team score will be the total of each of the three men's longest casts.

Scoring: In the scoring of this event the 1st cast will count 3 points, the 2nd cast 2 points and the 3rd cast 1 point on each target. The score will be the total of those points won by the three contestants.

EVENT XIII (A) Fly Casting for Accuracy: Each team will enter the three men who did not compete in Event XII (A). Each entrant will have three casts at targets four feet in diameter placed at distances of 30 feet, 40 feet, and 50 feet from the caster. There will be nine casts in all for each contestant in this event. The scoring will be 3 points for the first cast, 2 points for the second cast, 1 point for the third cast at each distance.

(B) Fly Casting for Distance: Each team will enter the three men who competed in Event XII (A). Each entrant will have as many casts for distance as he can make in three minutes, the longest of which will be counted. The team score will be the total of each of the three men's longest casts. There will be a white fly furnished by the host for this event. The event will start as soon as the contestant is ready to begin casting.

GENERAL RULES:

1. Each competing team must have 6 men.
2. Axes (not including handle) must not exceed 5 pounds in weight.
3. There will be a meeting of the team captains to review the rules before the starting of each event.
4. There will be no assistance by spectators or team members not actually engaged in the event at hand.
5. Scoring. In each event the best time or distance will receive 100 points. Other times or distances will receive points inversely proportional to the best time or directly proportional to the best distance. Possible perfect score for the meet will be 1400.
6. Disqualification: If a team is disqualified in a certain event, it will receive a point penalty to be previously designated by the Woodsman's committee. Disqualification will be determined by the coaches and captains of the competing teams, and the Woodsman's Weekend committee.

Fly and Plug Casting: (General) Fly rods may not be over 9 feet long, but any type reel may be used. Line may not be heavier than a "C", hook no larger than a #6, leader no less than 2 feet, and no splice in the line less than 70 feet from the leader. Bait casting rods may not be longer than 5½ feet, but any reel (except spinning reels) and regular casting line may be used. The committee will supply each entry with a leader; a hookless fly tied on a #6 hook shank, and a 5/8 ounce plug. No fly rod heavier than 6 oz. may be used. Any fly or plug touching the ground in front of the contestant after the event has started will be counted as a cast.

ADDITIONAL INFORMATION:

1. All equipment for competition will be supplied by the D.O.C. except axes, saws, packboards, and fly and bait casting rods and line. Each man is expected to use the axes and saws with which he has practiced, as well as the packboard and fish rods to which he is accustomed. Styles of equipment are not limited except where specified in the rules.
2. All races and events will be started by the firing of a gun.
3. All contestants will check in at the information desk at the D.O.C. office in Robinson Hall upon arrival in Hanover. All competitors must be checked in by Friday night as competition will start promptly at 8:30 A.M. Saturday.
4. BIVOUAC. Teams will pitch camp in a designated area, cooking their own meals. Plan on a feed put on by the D.O.C. on Saturday night.
5. The winning team will receive a trophy cup which will be engraved with the winning team's name and which that team will retain until the next annual competition. This cup is the gift of Ernest Quillian Brazel, Dartmouth '47.
6. The meet is expected to be over by noon, Sunday.
7. Events will not necessarily be run in the order listed in the rules.
8. If there is time we will throw in a non-scored surprise event. The D.O.C. team will not be tipped off about the nature of this extra.

E. Scoring:

1. The time from start to touching the indicator will be the contestant's time.
2. The timer will start the watch and only stop it when the contestant touches the indicator, when the contestant tells the judge to stop the watch, or when the contestant exceeds the time limit for this event.
3. There will be a 9 minute time minute for each contestant.

EVENT #7: PULP THROW FOR DISTANCE

A. Purpose: The purpose of this event is for each contestant to throw a four foot long stick of hardwood pulp for distance.

B. Entrants: Each team will enter a person who may not compete in Chainsawing, Pole Climb, Axe Throw, Chain Throw, or Dot Split.

C. Equipment and Set Up: A contestant may use a pulp hook (optional). The throwing area will be a 20' wide alley extending from the foul line.

D. Procedure:

1. Each contestant will be given one warm-up throw and three official throws.
2. A 10' running start will be allowed.
3. The contestant may not step on or cross over the foul line at any time. The judge or an assistant will retrieve the pulp stick after each toss.
4. The pulp log must land within the 20' wide alley extending from the foul line.
5. The point at which the pulp stick first hits the ground will be considered the measuring point. If the log lands flat, the center of the log will count as the measuring point.
6. The perpendicular distance from the foul line to the measuring point will be the recorded distance for each throw.
7. Violations of Procedures #2, 3, or 4 will result in "no distance" for the throw in question.

E. Scoring: The score will be determined by the longest official throw by the contestant.

EVENT #8: CHAIN THROWING

A. Purpose: The purpose of this event is for one person to roll a 200-link chain without the use of a reel in the shortest possible time. Also scored in this event are the neatness of the roll and the appearance of the chain after it has been unrolled.